



TOADS

These tiny amphibians somehow appear both unassuming and ominous. Though they pose little threat on their own, toads are often associated with witchcraft and dark curses. These associations often cause toads to be viewed through the lens of superstitious folklore, where they are seen as dark omens or as central figures in fairytales.

Poisonous Nature. Despite being similar in size and appearance to frogs, toads lack their leaping capabilities and generally walk more than they do hop. Like frogs, toads also lack any offensive abilities against larger creatures, so they must make up for this lack of mobility with tougher skin which secrets a poison that makes the toads unappealing meals for predators. This tougher skin also retains water for longer periods of time, allowing the toad to roam further from water than frogs.

Some species of toads are known for having hallucinogenic properties. Creatures effected by their poison experience vivid visions and even a sense of euphoria. While these forms of poison may be more exciting or even blissful, they are no less dangerous and can still severely harm any creature foolish enough to lick the toad.

Knots of Toads. When groups of toads come together, they are referred to as a knot. While this typically happens during mating events and is entirely harmless to others, supernatural forces can sometimes lead to the formation of an aggressive knot of toads capable of overwhelming much larger creatures. While the individual toads of the knot pose little threat, en masse, they engulf their targets, subjecting them to overwhelming amounts of their poisonous secretions. Knots of toads behaving in this way are often summoned by vengeful witches, hags, druids, or even gods as a supernatural punishment for perceived slights.

TOAD

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	10 (+0)	9 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills Perception +2, Stealth +2

Senses darkvision 30 Ft., passive Perception 11.

Languages ----

Challenge 0 (10 XP)

Proficiency Bonus +2

Amphibious. The toad can breathe air and water.

Poisonous Secretion. A creature that bites or consumes the toad must make DC 10 Constitution saving throw at the end of the turn or become poisoned for the next 12 hours. After every hour that elapses while the creature is poisoned, the creature takes 1 poison damage. The poisoned creature or a creature within 5 feet of it can use an action to make a DC 10 Wisdom (Medicine) check to end the effect.

Giant Toads. While toads are adept at catching and swallowing smaller creatures whole, mundane-sized toads pose little threat to humanoids. However, this situation changes entirely if the toad becomes significantly larger than the typical humanoid. Giant toads pose a real and terrifying threat, and many fledgling adventurers have met an early and inglorious end in the belly of one of these beasts.

Some giant toads are created as the result of dark or druidic magic, and they are a favorite pet of hags and a common guardian for druids. Though they are not malevolent by nature, giant toads view humanoids as the ideal meal-sized creature. A giant toad won't hesitate to leap out of hiding after a group of travelers, gulp up the nearest person, and flee with its new meal.

GIANT TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10+6)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	1 (-5)	10 (+0)	2 (-4)

Skills Perception +2, Stealth +2

Senses darkvision 30 Ft., passive Perception 12.

Languages ----

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The toad can breathe air and water.

Poisonous Secretion. A creature that touches the toad must make DC 13 Constitution saving throw at the end of the turn or become poisoned for the next 12 hours. After every hour that elapses while the creature is poisoned, the creature takes 1 poison damage. The poisoned creature or a creature within 5 feet of it can use an action to make a DC 13 Wisdom (Medicine) check to end the effect.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage. If the target is large or smaller, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

KNOT OF TOADS

Medium swarm of tiny beast, unaligned

Armor Class 11

Hit Points 24 (7d8-7)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	9 (-1)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Skills Perception +2, Stealth +2

Senses darkvision 30 Ft., passive Perception 12.

Languages ----

Challenge 1/4 (50 XP)

Proficiency Bonus +2

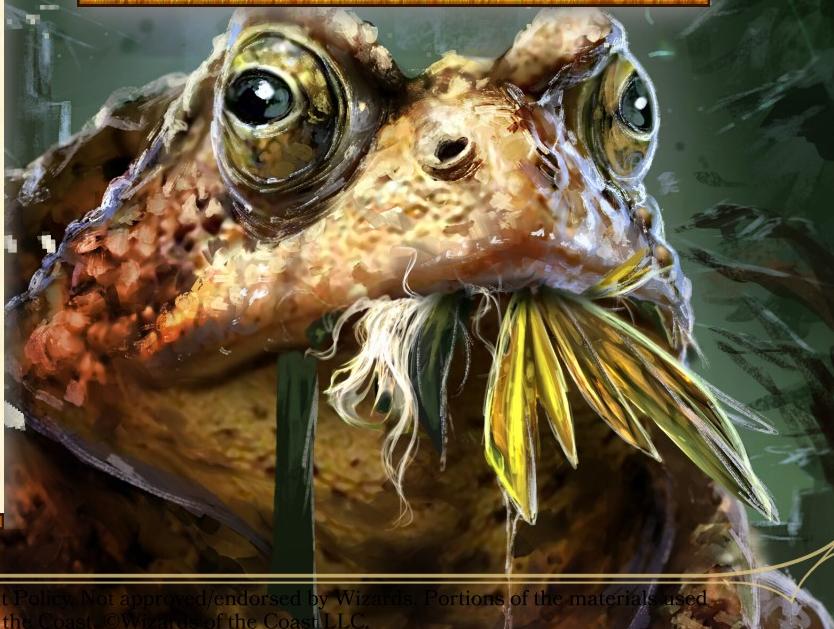
Amphibious. The toad can breathe air and water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny toad. The swarm can't regain hit points or gain temporary hit points.

Poisonous Secretion. A creature that bites or consumes a toad must make DC 10 Constitution saving throw at the end of the turn or become poisoned for the next 12 hours. After every hour that elapses while the creature is poisoned, the creature takes 1 poison damage. The poisoned creature or a creature within 5 feet of it can use an action to make a DC 10 Wisdom (Medicine) check to end the effect.

Actions

Engulf. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 5 (2d4) poison damage and the target is subjected to the Poisonous Secretion ability, except the DC is 14. If the swarm has half its hit points, the DC is 12.



HYPNOTOADS

These mysterious toads possess powerful and insidious mind-control powers capable of subjecting those they come into contact with. With their heightened intelligence and powers of suggestion, hypnotoads can quickly build a following of slavish devotees to help them accomplish their inscrutable goals.

Otherworldly Enigmas. None know of the true origins of the hypnotoad, and many doubt their existence altogether. They may be the result of an arcane experiment gone awry, the influence of the Far Realm, or an extraterrestrial incursion.

Regardless of their origin, hypnotoads possess the supernatural ability to dominate the will of creatures they make eye contact with. The hypnotoad can have many creatures under its control this way, so long as they stay within its vicinity. The creatures under the hypnotoad's control exist in a trance-like state and receive telepathic commands from their new master, which they follow to the letter.

All Glory to the Hypnotoad. While hypnotoads possess the power to mentally enslave creatures and use them for whatever means they choose, the goals of the hypnotoad are often inscrutably bizarre. They will often use their powers to inject themselves into humanoid society, forcing others to accept their presence as they pursue their goals. These goals might involve taking on a prominent social role in the community, building a traveling entourage of followers, or winning a local contest. The hypnotoad's reasons for these pursuits are unknowable, but the creatures under its control are forced to slavishly comply, and they will even throw themselves into harm's way should anything or anyone threaten their master.



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HYPNOTOAD

Tiny monstrosity, chaotic neutral

Armor Class 11

Hit Points 10 (3d4+3)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	13 (+1)	9 (-1)	10 (+0)	14 (+2)

Skills Persuasion +4, Perception +2, Stealth +2

Senses darkvision 30 Ft., passive Perception 12.

Languages understands all languages but can't speak, telepathy 120ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The toad can breathe air and water.

Hypnotic Secretion. A creature that touches the toad must make a DC 14 Constitution saving throw at the end of the turn or become poisoned for the next 12 hours. While poisoned in this way, it also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws. The poisoned creature or a creature within 5 feet of it can use an action to make a DC 14 Wisdom (Medicine) check to end the effect.

Hypnotic Gaze. When a creature starts its turn within 60 feet of the toad and is able to see the toad's eyes, the toad can magically force it to succeed on a DC 14 Wisdom saving throw or become charmed by the toad until the toad dies or until it is on a different plane of existence from the target. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the toad until the start of its next turn, when it can avert its eyes again. If the creature looks at the toad in the meantime, it must immediately make the save.

The charmed creature is under the toad's control, can't take reactions, and the toad and it can communicate telepathically with over any distance. Whenever the charmed target takes damage or when it starts its turn at least 60 feet away from the toad, the target can repeat the saving throw. On a success, the effect ends. The save can be made no more than once every hour. A target that successfully saves is immune to this gaze for the next hour.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Reactions

Redirect Attack When a creature the toad can see targets it with an attack, the toad chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creature becomes the target instead.

Giant Hypnotoads. While most hypnotoads lack physical prowess and rely entirely on their hypnotic abilities, some can grow to monstrous sizes, granting them the ability to overpower and devour those who displease the almighty hypnotoad. This increased size enhances the hypnotoad's powers of domination, allowing it to force creatures to look into its eyes so they may be subjected to its hypnotic control.

Giant hypnotoads have the power to control entire townships and form bizarre cults. Some may demand to be worshiped as gods, while others may simply elect themselves the town's mayor. Whatever their goal, giant hypnotoads accept nothing less than total obedience and will not hesitate to devour those who interfere with their schemes.

GIANT HYPNOTOAD

Large monstrosity, chaotic neutral

Armor Class 11

Hit Points 52 (7d10+14)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Skills Persuasion +6, Perception +4, Stealth +3

Senses darkvision 30 Ft., passive Perception 14.

Languages understands all languages but can't speak, telepathy 120ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The toad can breathe air and water.

Hypnotic Secretion. A creature that touches the toad must make a DC 15 Constitution saving throw at the end of the turn or become poisoned for the next 12 hours. While poisoned in this way, it also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws. The poisoned creature or a creature within 5 feet of it can use an action to make a DC 15 Wisdom (Medicine) check to end the effect.

Hypnotic Gaze. When a creature starts its turn within 120 feet of the toad and is able to see the toad's eyes, the toad can magically force it to succeed on a DC 14 Wisdom saving throw or become charmed by the toad until the toad dies or until it is on a different plane of existence from the target. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the toad until the start of its next turn, when it can avert its eyes again. If the creature looks at the toad in the meantime, it must immediately make the save.

The charmed creature is under the toad's control, can't take reactions, and the toad and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage or when it starts its turn at least 100 feet away from the toad, the target can repeat the saving throw. On a success, the effect ends. The save can be made no more than once every hour. A target that successfully saves is immune to this gaze for the next hour.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 4) bludgeoning damage. If the target is large or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Dominating Croak. A creature within 120 feet that can hear the toad can must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and immediately look at the toad.

Reactions

Redirect Attack When a creature the toad can see targets it with an attack, the toad chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creature becomes the target instead.



THE GITROG MONSTER

The Gitrog Monster is a figure of legend, feared by those living in certain remote villages. The tales surrounding this creature are often vague and contradictory, but they all describe a monstrous lake-dwelling amphibian that feeds on villagers and their livestock. The presence of the Gitrog Monster in or near a village spells doom for its helpless inhabitants.

Unknown Number and Origin. While the legends refer to a single creature known as the Gitrog Monster, how many of these abominations actually exist is unknown. It may be a single legendary creature or a rare breed of monstrosities that rarely make their presence overtly known.

The Gitrog's origin is equally ambiguous. Because of the striking similarities between their powers and those of the hypnotoad, those who have studied the Gitrog extensively believe that it may have once been a giant hypnotoad. How it would have gained this level of power and status is unknown. Perhaps a particularly ancient hypnotoad devoured enough of its followers to grow into an even greater monster. Or, a hypnotoad may have been warped by strange, eldritch powers from another world. Whatever the case, the Gitrog's inscrutable mind betrays no secrets of its past nor plans for its future.

Cult Followings. The Gitrog Monster possesses most of the abilities of a giant hypnotoad, albeit at a much higher level of power. However, the ways in which the Gitrog utilizes its powers differ from its lesser cousins. Whereas hypnotoads often make themselves publicly known as they take on prominent local positions within a community, the Gitrog remains hidden away from public view. Though it usually stays out of sight, the weight of the Gitrog's presence is felt throughout the entire community.

Rather than inject itself into petty social games, the Gitrog uses its influence to create dark cults with itself at the center. These cults are formed from inhabitants from any nearby village, and the cult's members may include those serving purely out of fear or dark pragmatism and desire for power. Still, other members are true believers in the Gitrog's greatness, their psyche shattered, leaving them only with the desire to do whatever is necessary to serve their horrific master's whims.

GITROG

Huge monstrosity, neutral evil

Armor Class 12

Hit Points 103 (9d12+45)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Cha +7, Int +5, Wis +6

Skills Persuasion +7, Perception +6, Stealth +3

Senses darkvision 120 Ft., passive Perception 16.

Languages understands all languages but can't speak, telepathy 120ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Amphibious. The gitrog can breathe air and water.

Hypnotic Secretion. A creature that touches the gitrog must make DC 16 Constitution saving throw at the end of the turn or become poisoned for the next 12 hours. While poisoned in this way, it also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws. The poisoned creature or a creature within 5 feet of it can use an action to make a DC 16 Wisdom (Medicine) check to end the effect.

Hypnotic Gaze. When a creature starts its turn within 120 feet of the gitrog and is able to see the gitrog's eyes, the gitrog can magically force it to succeed on a DC 16 Wisdom saving throw or become charmed by the gitrog until the toad dies or until it is on a different plane of existence from the target. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the gitrog until the start of its next turn, when it can avert its eyes again. If the creature looks at the gitrog in the meantime, it must immediately make the save.

The charmed creature is under the gitrog's control, can't take reactions, and the gitrog and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage or when it starts its turn at least 1 mile away from the gitrog, the target can repeat the saving throw. On a success, the effect ends. The save can be made no more than once every 24 hours. A target that successfully saves is immune to this gaze for the next hour.

Actions

Multiattack. The gitrog can use its bite or swallow attack and use its dominating croak ability

Bite. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is huge or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the gitrog can't bite another target.

Swallow. The gitrog makes one bite attack against a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gitrog, and it takes 17 (5d6) acid damage at the start of each of the gitrog's turns. The gitrog can have only one target swallowed at a time. If the gitrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Dominating Croak. A creature within 120 feet that can hear the gitrog can must succeed on a DC 16 Wisdom saving throw or take 7 (2d6) psychic damage and immediately look at the gitrog.

Reactions

Redirect Attack When a creature the gitrog can see targets it with an attack, the gitrog chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creature becomes the target instead.

Legendary Actions

The gitrog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gitrog regains spent legendary actions at the start of its turn.

Move. The gitrog moves up to half its speed without provoking opportunity attacks.

Bite. The gitrog makes a bite attack.

Check (Costs 2 Actions). The gitrog makes a skill check that would normally require an action.

Obey. (Costs 2 Actions) A creature charmed by the gitrog moves up to half its speed and makes a single weapon attack against a creature of the gitrog's choosing

Behold (Costs 3 Actions). The gitrog uses its Dominating Croak on each creature within 60 feet of it that it can hear or see it.

Reconstitute (Costs 3 Actions). If the gitrog is suffering from one or more conditions that require it to make a saving throw to end, it may immediately make a save against each condition. A successful save for any of the throws will end the condition immediately. The only saving throws that this action can be used for are saves that are made at the end/start of its next turn or using its action. It can use this action while incapacitated.

TOADS IN YOUR ADVENTURES

The following tables provide you with some ways you can incorporate different types of toads into your adventures.

TOAD ADVENTURES

d6 Plot Hook

1 A child in town recently acquired a pet **toad**, and has been acting strangely ever since. No one is aware that the toad serves as the eyes and ears for a **green hag** who is influencing the child.

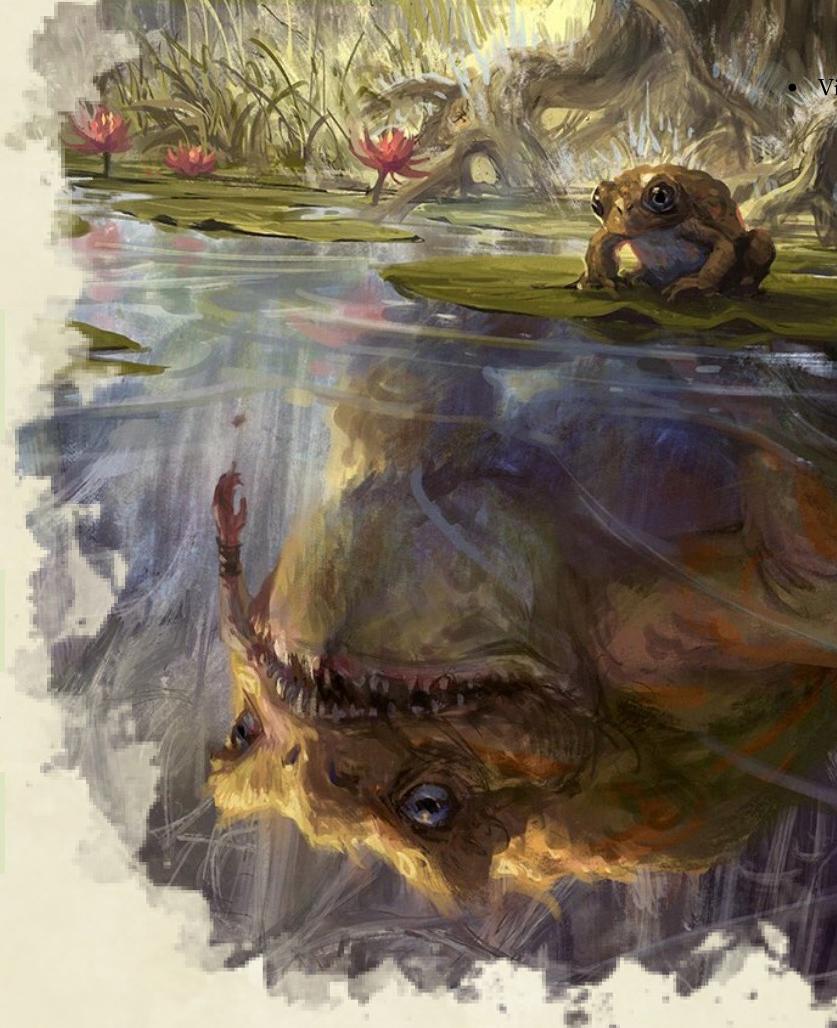
2 A **toad** devoured a rare vial of potion belonging to a local apothecary and has disappeared into town. If it is not found soon, the potion will transform the **toad** into a **giant toad**.

3 A local **druid** has been roused to anger by a nearby village and continually sends **knots of toads** to terrorize its inhabitants.

4 A dark curse has fallen across the land, causing the sky to rain toads. As a result, aggressive **knots of toads** now roam the countryside.

5 Local **bandits** have set up camp near a pond inhabited by a **giant toad** whom they feed the remains of their victims to, thereby hiding the evidence of their crimes.

6 A knot of **giant toads** has recently invaded the territory of local **pixies**, who they are now preying upon. The **pixies** are desperate for the help of anyone traveling through the area.



HYPNOTOAD ADVENTURES

d6 Plot Hook

1 A **hypnotoad** has joined a village festival where it uses its powers to enter and win each local competition. The festival's participants seem unaware that anything is amiss.

2 In a remote village, a **hypnotoad** has taken on the role of mayor, captain of the guard, head of the church, and star performer at the local tavern. Anyone who questions the validity of the **hypnotoad's** status is exiled from the town.

3 A **mage's** toad familiar is actually a **hypnotoad** who has enslaved its "owner." The **hypnotoad** is now forcing the **mage** to perform a ritual that will transform it into a **giant hypnotoad**.

4 A local prince and heir to the throne has been devoured and replaced by a **giant hypnotoad**. The king and the entire royal court believe the toad to be the prince and prepare for the coronation as though nothing is wrong.

5 A thief's guild has been taken over by a mysterious new leader and quickly risen in power and prominence as a result. Only the guild's mind controlled elite members know that this new kingpin is, in fact, a **giant hypnotoad**.

6 A **giant hypnotoad** has formed a secret cult whose members seek out the dark components necessary for a ritual that will transform their master into a **Gitrog**.

GITROG ADVENTURES

d4 Plot Hook

1 The inhabitants of a lakeside village have formed a cult around the **Gitrog**. The villagers offer travelers boat rides across the lake, where the unsuspecting visitors are then sacrificed to the lake's monstrous master.

2 A village of **bullywogs** has been taken over by the **Gitrog**. They now make war on their neighbors, desperate for prisoners to feed to their gluttonous master.

3 The leader of a **druid** enclave has been devoured by the **Gitrog**, who now controls the remaining **druids** and their natural guardians. Using their influence, the **Gitrog** has bent the surrounding wilds to its will.

4 The **Gitrog** lurks in the catacombs beneath a church where it has displaced a local deity. Now it seeks enough worshipers to take its place among the people's pantheon of gods.

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1.0.0 CHANGES

- Public Release



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